VISUAL COMMUNICATION AND DESIGN (ILLUSTRATION) (VCIL)

VCIL-1142 Illustration I
3 Credits

Analog and digital rendering for visual communication and design applications. Emphasis on formal qualities of two dimensional illustration techniques used to render images.
Lecture: 2 hours. Laboratory: 2 hours
Prerequisite(s): VC-1000 Visual Communication Foundation or concurrent enrollment.

VCIL-1640 3D Design
3 Credits

Technical and aesthetic fundamentals of 3D Design. Use of industry standard software to develop 3D graphics for screen and print applications. Projects may include 3D design and visualization for information graphics, product visualization, prototyping, logo design and environmental visualization. Various design techniques including 3D parametric modeling, polygonal modeling and Subsurface modeling solutions. Introduces basic modeling, staging, lighting, texture and shader strategies to realize 3D concepts.
Lecture: 2 hours. Laboratory: 2 hours
Prerequisite(s): VC-1000 Visual Communication Foundations or concurrent enrollment; or departmental approval.

VCIL-2040 3D Motion
3 Credits

Technical and aesthetic fundamentals of 3D motion design and 3D animation. Use of industry standard software to develop 3D animation for broadcast and Internet audience. Projects may include 3 Dimensional motion graphics and animation for information graphics, product visualization, instructional design and environmental visualization. Various topics including 3D modeling, key framing, timeline and camera animation. Introduces basic animation strategies to fulfill 3D motion graphics and visualization concepts.
Lecture: 2 hours. Laboratory: 2 hours
Prerequisite(s): VCIL-1640 3D Design or concurrent enrollment; or departmental approval.

VCIL-2142 Illustration II
3 Credits

Exploration of creating illustrations for print and web media using industry-standard tools. Emphasis on experimentation with aesthetic and technical elements of digital illustration.
Lecture: 1 hour. Laboratory: 4 hours
Prerequisite(s): VCIL-1142 Illustration I

VCIL-2241 Advanced Illustration
3 Credits

Various tools, materials and techniques used with advanced illustration. Emphasis placed on illustration for commentary, narrative, persuasion, visualization and instruction. Focus on creating illustration for audience and client requirements.
Lecture: 1 hour. Laboratory: 4 hours
Prerequisite(s): VCIL-2142 Illustration II or departmental approval.

VCIL-2341 Illustration for Story
3 Credits

Technical and aesthetic fundamentals of sequential illustration and visual narrative. Use of industry standard software to design, develop, publish and present illustration for narrative application. Introduces basic strategies of illustration for concept art, comics, books, graphic novels, games, storyboards, and other work driven by narrative, story or sequential imagery.
Lecture: 1 hour. Laboratory: 4 hours
Prerequisite(s): VCIL-1142 Illustration I, or ART-1050 Drawing 1, or departmental approval.

VCIL-2440 3D Simulation
3 Credits

Advanced technical and aesthetic issues concerning 3D modeling, 3D motion graphics and 3D animation using industry standard software. Course emphasizes static and dynamic animation strategies utilizing joints, inverse kinematics, dynamics, constraints, set driven keys, rigid body dynamics, effectors and node based animations to create product, instructional, character or environmental 3D simulations and animations. Applied projects for use in-various visualization disciplines including Game Design, Serious Games, Augmented and Virtual Reality.
Lecture: 1 hour. Laboratory: 4 hours
Prerequisite(s): VCIL-2040 3D Motion; or departmental approval.

VCIL-2540 3D Studio
3 Credits

Advanced 3D modeling, 3D motion graphics and 3D animation using industry standard software. Course builds upon sequential 3D courses to provide advanced platform for custom 3D design, illustration, visualization, simulation or animation projects. Develop projects to satisfy audience/client, target market and production needs.
Lecture: 1 hour. Laboratory: 4 hours
Prerequisite(s): VCIL-2040 3D Motion or concurrent enrollment, or VCIM-1400 Game Design II, or departmental approval.

VCIL-2641 Illustration Studio
3 Credits

Hands-on, directed, individualized, project-based course, specialized for illustration majors. Illustration proposals and projects to be selected, approved and arranged collaboratively between instructor and student. Emphasis on creating a strong illustration portfolio for various audiences including, design, advertising, visualization, publishing and entertainment industries.
Lecture: 1 hour. Laboratory: 4 hours
Prerequisite(s): VCIL-2142 Illustration II or concurrent enrollment.

VCIL-2820 Independent Advanced Study/Research in Illustration
1-3 Credits

Directed individual advanced study. Study/research title and specific content arranged between instructor and student. May be repeated for a maximum of six credits of different topics.
Lecture: 1-3 hours
Prerequisite(s): Departmental approval, and instructor approval, and ENG-0995 Applied College Literacies, or appropriate score on English Placement Test. Note: ENG-0990 Language Fundamentals II taken prior to Fall 2021 will also meet prerequisite requirements.